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Flashtrek: Broken Mirror User Manual



FlashTrek: Broken Mirror User Manual

TACTICAL TRAINING 302

Using Weapons

Each starship can load and fire up to three weapons at a time. You may only load one of each weapon you have. If you have multiple of the same weapon, you can load the additional weapon. Weapons take energy and space. Some ships will not be able to fit larger weapons, and even some weapons that will fit on small ships will use up too much energy to be of any use. There is a separate key to fire each weapon slot; the defaults are SPACEBAR for slot 1, Z for slot 2, and X for slot 3.

Loading Weapons

To load a weapon, open the player control panel. There are 3 weapon icons with the numbers 1 2 and 3 on them. Click one to access the respective weapon slot and your weapons inventory will be displayed. Click on the weapon icon and it will be loaded. Keep in mind once loaded the weapon will have to charge before it can be fired, and some weapons take a long time to charge.

Firing at a Target

Before you can start firing at a target, you must first lock onto that target. Space is 3-Dimensional, and just because you are pointed at a ship and firing doesn't mean you will hit it. This also allows you to hit specific targets without damaging friendly ships. To select a target, simply click on it on the screen or press the + key to select the closest target to you. You can also press the ~ key to toggle auto-target on and off, and each time you fire your weapons will automatically target the closest ship.

Weapon Descriptions

Type X Phaser: The most common human weapon design. The Type X phaser channels energy from the ships engines and has an extremely high output capacity for its size, allowing it to be mounted on a variety of craft from shuttles to large cruisers and still be effective. Its sustained beam and relatively quick recharge rate make it a versatile weapon.

Particle Beam: The particle beam is similar to a standard phaser but is charged with electroplasmic particles. This gives the weapon a heavy punch with a small power requirement. It is generally used by non-imperial species as the humans have done little research into particle weapons.

Polaron Phaser: A polaron-charged beam phaser. It was discovered by Klingon researchers that the polaron beam was equally effective when the beam is split within the discharge emitter. Therefore they were able to create a dual-beam weapon design that uses the same power as a single beam. Striking surfaces on two places simultaneously is quite effective in reducing shield strength.

Plasma Phaser: The plasma phaser is generated by high-intensity plasma forced through a narrow emitter. The resulting blast is short but powerful, and since superheated plasma



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can be routed to the emitter more quickly than standard electro-plasma-system power supplies, the weapon has an extremely quick recharge rate.

Cutting Beam: Introduced by an alien race, the cutting beam is a deadly weapon that can penetrate shields and cut directly into a ship's hull. The cutting beam has the ability to maintain a constant assault on the target starship, effectively tearing it to pieces within seconds.

Twin Disruptor Cannons: These forward mounted disruptors are ideal for small fighters and any ship with a high turn rate. They have a good recharge rate and low power requirements.

Disruptor Cannon: A single forward-mounted disruptor, ideal for small fighters.

Quantum Pulse Cannon: A revolution in pulse-weapon technology, the quantum pulse cannon fires plasma that is charged on the quantum level. As a result the energy creates fusion reactions when it comes into contact with matter. The intense explosion resulting from the trillions of quantum particles within the pulse can do heavy damage to an enemy ship, but the weapon itself is small enough to mount onto fighters.

Dual Pulse Phaser Cannons: A dual set of rapid-fire pulse cannons. Mounted onto a ship, these forward firing weapons can be devastating to any enemy. They do use a bit of energy, so they are not recommended for small ships or ships with slow turn rates, as they do only fire forward.

Single Pulse Phaser Cannon: A smaller version of the dual phaser cannons, this small cannon is ideally suited for small, low-powered, agile fighters or shuttles that want some basic offensive firepower.

Pulse Phaser Turret: This is a dual-pulse phaser system mounted on a 360-degree rotating turret. The weapon is dangerous, especially since it can be fired at long range. It can only be loaded onto large capital ships however, and it does create a significant energy drain. The turret is usually mounted on stationary starbases with nearly infinite power resources.

Disruptor Turret: Identical to the pulse phaser turret but it fires plasma disruptor bolts.

Gravimetric Torpedo: A slow but powerful torpedo. It has no propulsion system of its own, but rather pulls itself towards its target via a powerful magnetic field. Although slow, they are extremely accurate and can follow a target, and will never miss.

Type VII Phaser: Developed as the standard weapons platform for the Miranda Class starship, this beam phaser was ahead of its time. It fires rapid phaser blasts at a target. It is a cheap phaser, and not nearly as powerful as the newly standardized Type X, but can deliver quite a bit of damage with some skilled piloting.

Photon Torpedo: A standard, medium-yield torpedo. It is fast, and can track targets although it is prone to missing.

Quantum Torpedo: A high-yield torpedo, recently developed and deployed standard on new starship such as the Akira and Sovereign classes. It is superior to the Klingon polaron torpedoes, but suffers the same tracking deficiencies as the photon torpedo.

Plasma Torpedo: The plasma torpedo has been in operation longer than any other weapon. Its simple design and high yield deliver a heavy punch, but it is slightly slower than the other torpedoes.

Transphasic Torpedo: Slow to load, this torpedo creates a phased energy bubble, allowing it to enter a target and deliver its payload from the inside. Not many ships can withstand a direct hit from this torpedo.



SHIP CONTROL 110

Ship Navigation

There are two types of navigation, intrasystem and interstellar. Intrasystem navigation stays within your current system, even while at warp. Use the ARROW keys to pilot your ship. The UP key will increase your speed, the DOWN key will decrease it, and LEFT/RIGHT turns your ship respectively. Hold the UP key and you will automatically enter warp once you reach the warp threshold. Keep in mind that you cannot fire weapons or activate devices while at warp. Intrasystem warp does not require antimatter, but it will slow down energy recharge.

Interstellar navigation is done via the interstellar map. Open the player control panel and click the Map icon. The map will open and you can click the dot of any system to travel there. Keep in mind that it takes many days for you to travel to another system, during which time many events may happen and you will be informed of them while you are on the journey.

Interstellar travel also requires antimatter. Hovering the mouse over the system dot will tell you how much antimatter you have available. (NOTE: If you are outside the known galaxy, the map will not be available and you will have to find interstellar travel another way).

You will need navigational experience to enter some phenomena, such as navigating asteroid fields, nebulas, or wormholes. Navigation experience is gained automatically as you travel the galaxy.

Ship Power Systems Management

Although not essential to gameplay, you may find it useful that you can adjust the power distribution to various systems on your ship. Open the player control panel and click the Power Distribution icon to open the Power Distribution Control Panel. Click the bars to adjust the levels. RESERVE refers to how quickly your energy reserves are recharged. ENGINES indicates what your top speed will be. WEAPONS will change how powerful each shot you deliver (for energy-based weapons – not torpedoes) is. SHIELDS will adjust how fast your shields recharge.

Cargo Management

You have the ability to manage the cargo in your cargohold. Open the player control panel and click the "Cargo" icon to open the Cargo Hold Management Panel. There you will see a list of items that are in your cargohold, if any. You can dump any of the cargo items at any time, or all of it at once. The panel will tell you how much cargo space you have remaining, the % of how full it is, and hovering the mouse over the cargo item will tell you if it is commodity (something you own and can trade by the ton) or part of a trade mission (which you can only sell at its destination in bulk) along with its destination.

Player Stats

As you explore the galaxy you will gain experience in various areas. To view your players stats, open the player control panel and click the "Player Stats" icon. This will show you your experience levels in various areas, your total galactic prestige (the



average of all systems in the galaxy), your reputation, the number of planets you own and planets in your fleet and the total population of your empire. You can also view “Declarations” to see what races you have treaties with, and which ones have declared war against you (races that are at war with you may attack any systems you own). You need sufficient experience to do some things. For example you need 100+ away team experience to colonize a planet, or 100+ navigation experience to enter a nebula, or 200+ navigation to enter a wormhole.

Experience will come automatically as you conduct daily business, but experience can also be bought quickly at universities located throughout the galaxy.

Repairing Your Ship

Ships in your fleet will be repaired automatically during interstellar trips. You must repair your own ship however at a planet. Hail the planet to open the planetary comm. panel, then click “Repair”. Hovering the mouse over the repair button will show you how much you will be charged for repairs. Repairs at systems you own are free. Keep in mind that repairs take time. If you have enemies in a system or you are in low-inhabited system, ships or pirates may attack you while you are undergoing repairs leaving you helpless. It is much safer to repair in highly populated, friendly systems.

FLEET MANAGEMENT 101

Summary

You have the ability in Broken Mirror to buy (or build) starships and assign them to fleets. Constructing the “Subspace Comm Relay” station in a system will allow you to communicate with all ships in your fleet even if they are not in the system with you, and can be deployed throughout the galaxy. If ships you own are in your current system, you can assign more complex direct orders to them.

Controlling Fleets

Fleets are controlled via the “Fleet Control Panel”.

Loading Auxiliary Craft

Large starships have the ability to load smaller ships, such as shuttles and fighters, into their large shuttlebays. To do this, select the ships you want to land in your bay and ensure they are displayed in the fleet control panel. Click the “Recall Auxiliary Craft” button and any ships within range will land. Craft must be in visual range in order to be loaded, regardless of whether they are selected.

To unload any craft, click the “Launch Auxiliary Craft” button and they will reappear. To view what ships you have in your bays, click the Shuttlecraft icon in the fleet control panel.

Colonizing Planets

In order to colonize planets you must have sufficient away team experience (of 100 or more). Find an empty (uninhabited) planet, or destroy its government to force it to become empty, then fly up to it and open the player control panel and click “Transport”. Your team will beam to the surface and you will have gained the planet. Build several



defense posts around the planet to protect it from invasion if you have any declarations of war against you.

You can also claim planets in the name of other governments and they will begin building it up on their own. To do this you must have a 'Flag' of the government, which can be obtained usually at a station around the governments home planet. You MUST have an allied treaty with that government in order to carry their flag. You can only have one flag at a time, if you obtain another flag from a different government your original flag will disappear. To drop a flag and claim planets for yourself, open the Player Control Panel and go to the Player Stats panel and click the flag to drop it.

Station Descriptions / Attributes

THE REST OF THE GALAXY

The galaxy is a dangerous place, and you are right in the middle of it. As time progresses, the shape of the galaxy will change as governments rise, fall, overthrow one another, dominate territory, etc. By the time you are ready to claim your own worlds and build your own empire, the galaxy will no doubt look different than it did when you started your journey.

The Rise of Empires

Empires will frequently rise on uninhabited worlds. Colonies will be established, territories fought over, and war declared. For the most part, these 'fly by night' governments are little more than breeding grounds for pirates, who prey on traders who come looking for business. Sometimes they will build stations around their planets that you may find useful. Aiding to strengthen one of these empires by building stations or fighting off attacking fleets is generally fruitless, as the government typically does not have the resources to support a large star-fleet.

The Human / Klingon War

The most prominent ongoing war is that between the Earth Empire and the Klingon Empire. Their constant attacks will result in the destruction of stations, although they will usually be rebuilt in time. Sometimes, the one side will gain an advantage over the other and manage to conquer a planet. Although rare, this usually happens in small undefended systems.

Pirates

Pirates are everywhere. They are usually found in small or uninhabited systems. Pirates will rarely venture into largely populated systems because the government there will not hesitate to attack and destroy any pirate ship. Pirates generally do not own large capital ships and are only a threat to small vessels, but can be deadly when in groups.

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Using Weapons



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Top View

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